Australian Idol™

S·I·N·G

MANUAL

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES 54224

1 - 8 players • Memory Card (8MB) for (PlayStation®2): 83KB minimum • Analog Control Compatible: analog sticks only

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Australian Idol SING

- Introduction -

Are you the next Australian Idol? Recreate the atmosphere and the challenge of live competition with Australian Idol Sing.

Australian Idol Sing is a single and multiplayer singing game.

In real karaoke style, songs appear on your screen and you have to sing the right words at the right time. Onscreen indicators inform you what pitch you need to be singing at any given time. Hit the right notes for the right amount of time, and you'll get high scores.

As the focus of the game is the TV show atmosphere, special attention has been paid to select a great variety of video clips of judge comments. Special moments from the show can be unlocked after great performances.

Compete in a selection of funny mini-games in single or multiplayer Party mode.

Australian Idol Sing features 20 great songs from some of Australia's best known artists.

- Getting Started -

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.

2. Make sure that the main power switch (located on the back of the console) is turned ON.

3. Press the ⏻/RESET button. When the ⏻ indicator light turns green, press the ⏏ button to open the disc tray.

4. Place Australian idol Sing disc on the disc tray with the label side facing up. Press the ⏏ button to close the disc tray.

5. Follow on-screen instruction and refer to this manual for information on using the software.

You require a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 to save game data.
This title autoloads data on boot up.
Do not insert or remove accessories or memory card (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play

Australian Idol
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- Getting Started -

This title REQUIRES the use of a USB Logitech® Microphone in order to play. After Australian idol Sing disc has loaded, press the start button on the analog controller (DUALSHOCK®2) to access the main menu.

"Insert the microphone into either USB connector on the front of the console."

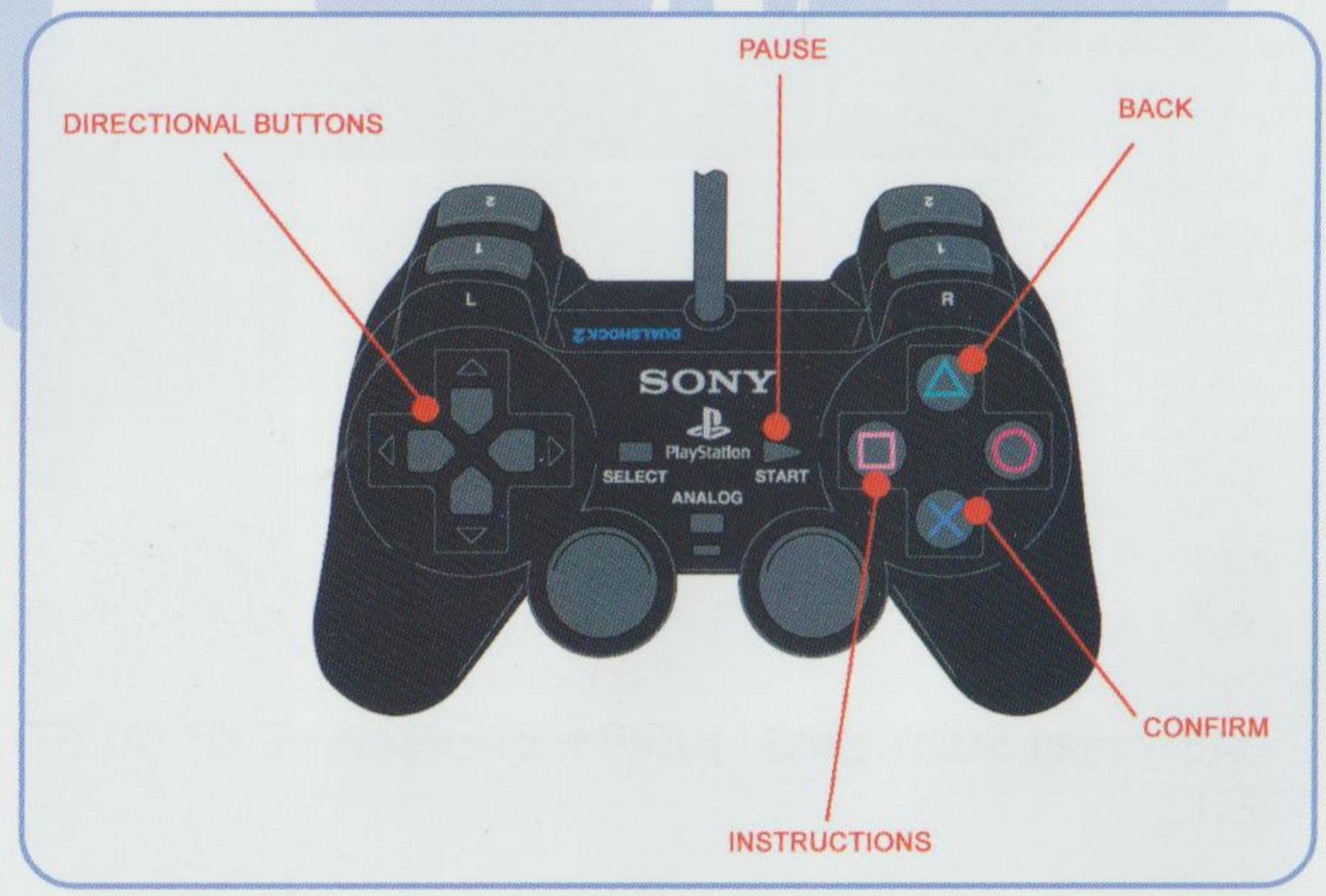
In multiplayer games the microphone is passed among players. A command to 'switch' will be displayed over the timeline three seconds before the microphone is to be passed on.

In-game menus

Use the directional buttons on your analog controller (DUAL-SHOCK®2) to move up and down (and where appropriate, left and right): the currently selected item will be highlighted in white. Press the × button to confirm selections or the △ button to return to the previous screen.

Controls

Default controls for the analog controller (DUALSHOCK®2):



- Main menu -

Choose from the following Game Modes:

- **Australian Idol:** competitive singing to score points and unlock bonus materials, with feedback from the judges after each performance.
- **Party:** challenge yourself and your friends with fun mini-games.
- **Practice Mode:** test your voice before competing.

Australian Idol Mode includes the following game types:

- Auditions: sing for the judges... and get their opinion on your performance.
- Live Challenge: up to two teams and eight players. Sing better than your opponents to win.

Australian Idol Mode allows two methods of song selection:

- User song selection: select a number of songs yourself.
- Judges song selection: cross your fingers and let the judges select a number of songs for you to perform.↖

Australian Idol Party Mode includes the following game types:

- Single Player Party: try to beat your own Karaoke Marathon and Mini-game records.
- Multi-player Party: up to eight players for fantastic multi-player fun!

Australian Idol Party Mode includes two methods of song and mini-game selection:

- Player Choices: you choose the songs and mini-games for you and the other players.
- Automatic Choices: let The X Factor Sing choose the songs and mini-games for your and the other players.
- Extras: view unlocked bonus material.

- Options: set the microphone level, adjust settings for the view window and view game credits.

- Practice Mode-

In Practice Mode there's no competition to worry about so you can concentrate on perfecting your performance. Use Practice Mode to familiarise yourself with how the game works before moving on to Australian Idol Mode.

Before starting Practice Mode you must select a song to sing from the Song Selection Menu which has the following options:

- Song List: choose the song you want to perform.
- Judging Level: this determines the allowable gap between your performance and the required performance for a good evaluation. Select from Easy, Medium and Hard.
- Length: choose between a full length or shortened version of your selected song.

- Scoring -

Australian Idol Sing rates your vocal abilities as you perform each song. Your aim is to keep the vocal indicator in the centre of the screen matched with the guideline as it moves horizontally across the screen. You can alter the vocal indicator's vertical position by altering the pitch of your voice: higher notes will cause the vocal indicator to rise and lower notes will cause it to fall.

Your final score for each performance is determined by the following factors:

- *Intonation:* the better you sing, the more points you receive.

- *Combo:* each song is divided into five sections. Sing any section particularly well and you will receive a flashing star. Collect all five stars for a combo bonus.
- *Bonus:* at various points in each song there are flashing bonus notes. Reach these notes to get bonus points.
- *Difficulty Level:* the harder the song, the more points you will receive for a good performance.

- Australian Idol: Main game mode -

In Australian Idol main game mode you perform for the judges to achieve high scores and unlock bonus materials. Sing well and you'll be praised... but sing badly and face the wrath of the judges!

Australian Idol main game mode features two game modes: Auditions and Live Challenge.

Auditions

In the Auditions game you sing a song of your choice and try to score as many points as possible.
Before performing you must select a song to sing from the Song Selection Menu which has the following options:

- Song List: choose the song you want to perform.
- Judging Level: this determines the allowable gap between your performance and the required performance for a good evaluation. Select from Easy, Medium and Hard.
- Length: choose between a full length or shortened version of your selected song.

After each song your performance will be rated by the judges who will give their reaction to your singing skills.

If you achieve a high enough score you may also unlock bonus materials. (See the section entitled 'Extras'.)

Live Challenge

In Live Challenge mode two teams of one or more players (up to a maximum of eight players) compete with each other to achieve the highest score by singing songs of their choice or allowing the judges to choose songs for them.

Before beginning the challenge you must choose the number of players on each team and enter their names. Use the directional buttons on your analog controller (DUAL-SHOCK®2) to move up, down, left and right
on the virtual keyboard and press X to select a letter.

If you have selected player choice for songs you will be prompted to choose the first song to be performed from the Song Selection Menu when all player names have been entered. (See 'Auditions' instructions for information on how to use this menu.)

Song selection is repeated for as many times as there are players in the team with the most players.

If you have selected judges' choice for songs, the judges will choose a number of songs for you equal to the number of players in the team with most players.

After all songs have been chosen the challenge will begin with the first player.

Following each performance the judges will evaluate the singing skills of the player and give an appropriate response.

Both teams perform each song sequentially until all players have sung.

- Australian Idol Party -

Australian Idol Party features two game types: Karaoke Marathon and Mini-game Challenge.

- In the Karaoke Marathon game you must keep singing as long as possible, across multiple songs, without making mista kes. While you are singing Australian Idol Sing will conti nuously select and play songs for you but make more than three consecutive mistakes and your marathon will be over!

- The Mini-game challenge game requires you to perform a song while also trying to achieve a specific objective like collecting hearts or scoring as many points as possible in fifteen seconds. The available mini-games are described on page 10.

- Australian Idol Party: Multi-player -

The mini-game challenge game can also be played in multi-player mode. Two teams of one or more players (up to a maximum of eight players) compete with each other to achieve the highest score by playing a series of mini-games of their choice or allowing Australian Idol Sing to choose mini-games for them.

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SING

If the mini-game selection is made by the players, the song selection is also player controlled. If Australian Idol Sing chooses the mini-games to be played, it will choose the songs to be performed as part of the mini-games.

- Mini-games -

Mini-games available in Australian Idol Sing are:

- *Blindfolded:* sing along to the song without the guideline (music and lyrics are present). The player with the highest score at the end of the song wins the round.

- *Sing for Bananas:* the vocal indicator is replaced by a monkey and the guideline by bananas. Feed the monkey bananas by singing well. The player with the most bananas at the end of the song wins the round.

- *Serenade:* how well can you sing your love? Collect hearts from the guidelines by singing well. The player to collect 100 hearts in the shortest time is the winner.

- *Karaoke Sprint:* focus your ability into a fifteen seconds performance. The player with the highest score after fifteen seconds wins the round.

- *Phrase Challenge:* concentrate on getting your phrases just right and hitting the bonuses. At the end of the round the player with the highest number of perfect phrases wins.

- *A Cappella Battle:* just you and your voice as you sing without the music. (The guideline and lyrics are shown.) The player with the highest score at the end of the song wins the round.

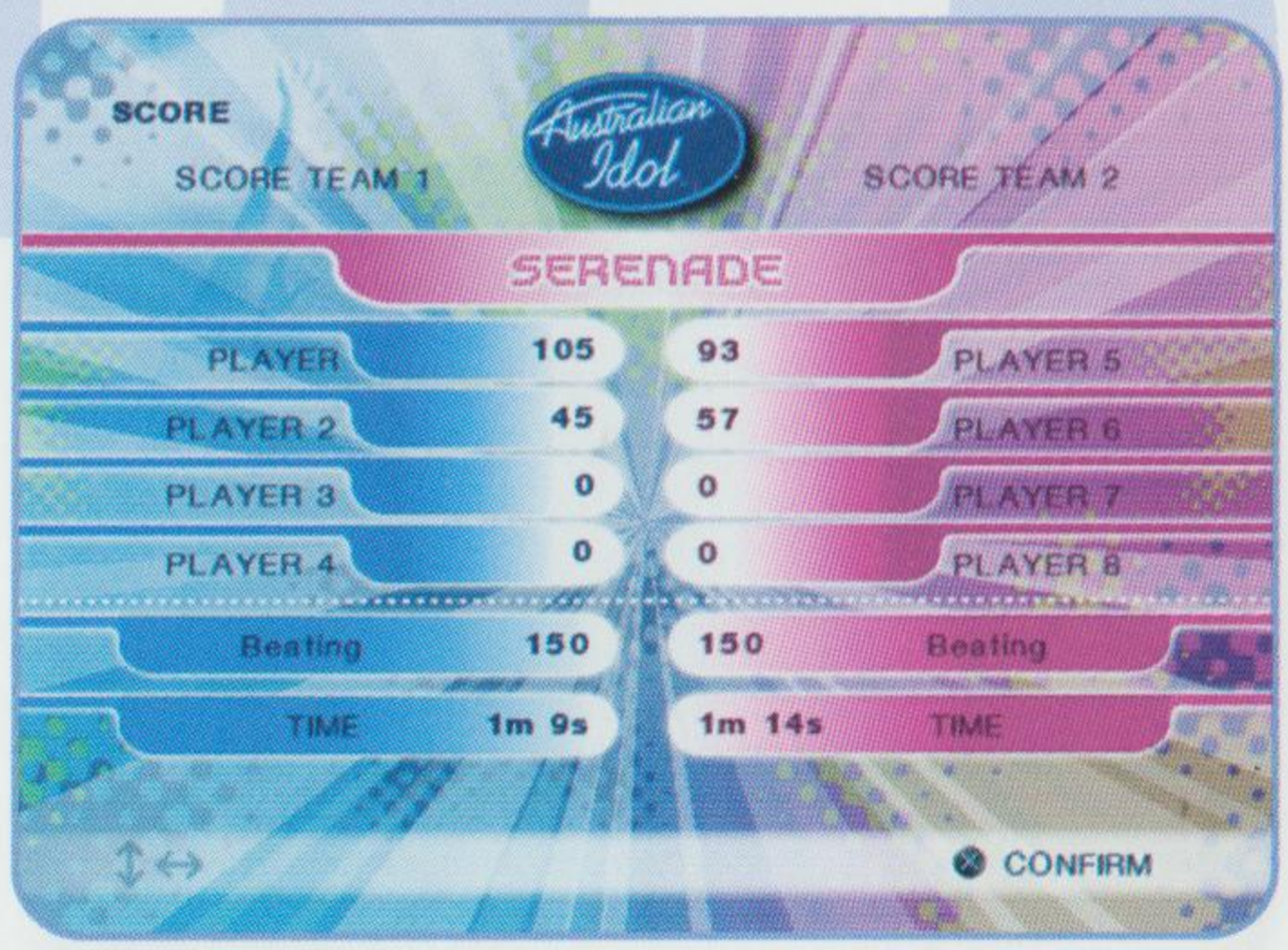
- *Fat Cat:* the vocal indicator is replaced by a cat and the guideline by fish. Feed the fish to the cat by singing well until he pops! The player who pops the cat quickest wins the round.

- Extras -

As you progress through Australian Idol Sing you can unlock various bonus materials by achieving high scores. View the items you have won and find out how to unlock the remaining items here.

- Game Options -

- *Profile:* save or load a player profile, scores and unlocked bonus materials.
- *Microphone:* set the microphone volume and sensitivity.
- *Audio Options:* set the volume for music and sound effects.
- *Video Options:* centre the game screen on your television.
- *Credits:* the people responsible for Australian Idol Sing.



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Australian Idol
SING

Tellin' Everybody
Performed by Human Nature
Written by Begaud, Tierney and Tierney
Published by MCA Music Australia Pty. Ltd. administered by Universal Music Publ. Pty. Ltd.
Licensed courtesy of SONY BMG MUSIC ENTERTAINMENT (AUSTRALIA) PTY LIMITED

Absolutely Everybody
Performed by Vanessa Amorosi
Written by Holden, Ingram and Hicks
Published by Dream Dealers / Transistor Music
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Touch
Performed by Noiseworks
Written by Balbi, Stevens, Nicol, Fraser and Stanley
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4Ever
Performed by The Veronicas
Written by M Sandberd and L Gottwald
Mushroom Music Publishing on behalf of Kobalt Music
Licensed courtesy of Warner Music Australia

Amazing
Performed by Alex Lloyd
Written by Wasiliev
Published by Rondor Music Australia Pty. Ltd. administered by Universal Music Publ. Pty. Ltd.
Licensed courtesy of EMI Music Australia Pty Limited

Angels Brought Me Here
Performed by Guy Sebastian
Written by Jorgen Elofsson and John Reid
BMG Music Publishing Australia Pty Ltd and Sony/ATV Music Publishing Australia
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To The Moon & Back
Performed by Savage Garden
Written by Darren Hayes and Daniel Jones
Published by Rough Cut Music
JWM Productions under licence to Roadshow Music

Stop Calling Me
Performed by Shakaya
Written by R.Nicastro, N.Wenitong and S.Stacey
Publishing by Sony/ATV Music Publishing
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Lovesong
Performed by Amiel
Written by Amiel
Published by Mushroom Music Publishing
Licensed courtesy of Warner Music Australia

All I Hear
Performed by Kate Alexa
Written by K. Alexa, R. Vertelney and L. Robbins
Published by Mushroom Music Publishing/Mushroom Music Publishing on behalf of Chrysalis Music and Universal - PolyGram Int. Publ., Inc. / Angelou Music. Administered by Universal Music Publ. Pty Ltd.
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This Time I Know It's For Real
Performed by The Young Divas
Written by Donna Summer, Michael Stock, Matthew Aitken and Peter Waterman
Published by Sids Songs Ltd. / Sweet Summer Night Music Administered by Universal Music Publ. Pty Ltd. / BMG Music Publishing Australia Pty Ltd / Sony/ATV Music Publishing Australia
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Wasabi
Performed by Lee Harding
Written by Tommy Rando, Barbara Hannan, Adrian Hannan & Emma Graham

Published by The Song Store Melb, Australia and Tommy Rando (Control)
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Born To Try
Performed by Delta Goodrem
Written by D.Goodrem and A.Mtawarira
Published by Sony/ATV Music Publishing
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Get Set
Performed by Taxi Ride
Written by T Wild
Published by Mushroom Music Publishing
Licensed courtesy of Warner Music Australia

Drive
Performed by Shannon Noll
Written by Brian Adams and Phil Thornalley
Published by BMG Music Publishing Australia Pty Ltd and Sony/ATV Music Publishing
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Do It With Madonna
Performed by The Androids
Written by T. Henwood and C. McKenzie
Published by Mushroom Music Publishing
Licensed courtesy of Warner Music Australia

Beautiful
Performed by Disco Montego featuring Katie Underwood
Written by K Underwood, D Dowlut and D Dowlut
Published by Peer Music Publishing
Licensed courtesy of Warner Music Australia

Falling
Performed by Candice Alley
Written by C. Giannarelli

Published by Mushroom Music Publishing
Licensed courtesy of Universal Music Australia Pty Ltd

My Island Home
Performed by Christine Anu
Written by Murray
Published by Universal Music Publishing Pty Ld. Administered by Universal Music Publishing Pty Ltd
Licensed courtesy of Warner Music Australia

Death Defy
Performed by Motor Ace -
Written by P. Robertson, D. Costin, D. Ong and M. Balfe
Published by Mushroom Music Publishing
Licensed courtesy of Warner Music Australia

Idol Theme
Written by Gingell, Stone and Dennis
Published by EMI Music Publishing and BMG Music Publishing Australia Pty Ltd
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0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

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Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **70 12 70 13**
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17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

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• Israel — **09 971170**
Please call these Customer Service Numbers only for hardware support of PlayStation products.

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• Malta — **23 436300**
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